XBOX™

# MORTAL KOMBAT®
## ARMAGEDDON™

MATURE 17+

**M**

CONTENT RATED BY
ESRB

MIDWAY

# Warning

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

# Table of Kontents

# Kontrols

**Kombat Mode**

KONQUEST MODE

*Motor Kombat*

**Block/Ground Stall**
BLOCK/ROLL (+ button)
*Accelerate*
🄡 trigger

**Attack 2**
UPPERCUT
*Rear View*

**Attack 4**
THROW
*Bump Right*

**Style Change**
SPECIAL + BUTTON
*Reverse*
🄛 trigger

**Attack 1**
PUNCH
*Bump Left*

**Move Fighter**
MOVE TAVEN
*Steer*

**Pause Game**

**Move Fighter/ Navigate Menus**

CAMERA MOVEMENT
⬅ *Bump Left*
➡ *Bump Right*

**Grab Arena Weapon**
RELICS

**Attack 3**
KICK
*Special Attack*

**Throw**
MAP
*Voice*

**FAST GETUP**
When knocked down in Konquest mode, press the Ⓐ button to roll back quickly and onto your feet.

## Saving

**Mortal Kombat: Armageddon** includes a Player Profile and Krypt feature (see **Profiles**, pg. 8). The game's Autosave feature will automatically save to the hard disk accumulated data to your Player Profile for further use while using The Krypt option. Autosave will also save data during **Arcade**, **Versus** and **Konquest** game modes.

Along with game features, your adjusted game options are automatically saved as well. Once saved, the options will automatically be loaded the next time you power up, as long as you have previously saved MKA data. When you make changes to the default settings for any of the areas within the "Options" menus, these changes will be automatically saved.

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# Main Menu



## Kombat

At the Main Menu, highlight the option you'd like to select, then press the Ⓐ button.

### ARCADE

Select a fighter, and travel to many locations. Although Arcade mode is for playing against CPU controlled opponents, another player can press the Ⓞ button to join in. You'll then go to the Fighter Selection Screen (see **Fighter Selection**, pg. 11). As you play Arcade Mode, you'll earn Koins with each victory. You'll want to win as many matches as possible to collect these Koins and purchase items in The Krypt (see **Krypt**, pg. 7).

### VERSUS

Select this option to play against a friend (or enemy). You'll go right to the Fighter Selection Screen (see **Fighter Selection**, pg. 11).

Press the ⬤ button to view the Arena Selection option. Press the D-pad ⬅ or ➡ to cycle through available arena backgrounds. When you find the arena you want to use, press the Ⓐ button to regain access to the Fighter Selection screen.

### PRACTICE

Even if you're a Mortal Kombat veteran, you may require some practice. Select this option, select a fighter and get some practice.

After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Highlight the fighters you'd like to use, then press the Ⓐ button.

As you fight, you'll notice that there is no Timer. A Practice Opponent's Health Bar will refill automatically when drained. You can battle as long as you like. Controller buttons appear on-screen as you press them, so you can learn which button combinations produce certain moves. Practice is a useful to get familiar with the fighters.

## Kreate-a-Fighter

Create your own custom Kombatant. Customize Size, Gender, Facial Type and Clothing. Create your own Fighting and Weapon Styles, equip your character with different Special Moves, apply custom characteristics and bring your creation online for the ultimate MK experience.

Highlight an attribute, then press the Ⓐ button to select it or make color changes. You can then use the Ⓐ button access other attributes, then make more selections to make changes to your fighter. Pull the Ⓡ trigger and Ⓛ trigger to change categories. When you're finished, you can save the custom fighter to your Profile for use online in Mortal Kombat.

## Konquest

On a quest set forth by his father, Taven discovers there is more at stake than a gift of godlike power. Ultimately he must decide the fates of the kombatants and save the realms... from Armageddon!! Guide Taven as he journeys through the Mortal Kombat Universe.

Taven's Health

Enemy Health

Special Power Meter

Special Power Controls

### Health

Health is displayed for both Taven and his enemies. Vanquished foes will emit Green Orbs that will recharge your health.

### Special Power Meter

As you use Taven's special powers, this meter diminishes. Vanquished foes will emit Blue Orbs that will recharge your power.

### Special Power Controls

When you pull the Ⓛ trigger to activate Taven's special moves, a control display will appear. Use it to determine the button you'll need to press to use a specific special move. Each move is represented by a particular icon.

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Special Power Blue Orb
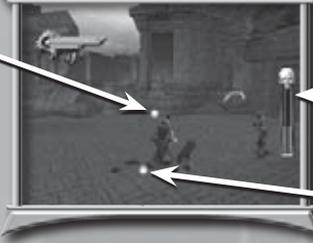
Special Task Meter

Health Green Orbs

## SPECIAL TASK METER

When you see this meter, you'll need to perform a certain task. The bar will fill as you progress through the task. Filling the meter will help you progress after the battle.

## GREEN/BLUE ORBS

As you defeat foes, these Orbs will find Taven and recharge his Health and Special Power meters.

## PICKUP ITEMS

During your Konquest, you'll encounter many pickup items.

**Gold Koins**, **Chests** and **Sacks** will help line your pockets with gold you can use later to purchase items in The Krypt. **Chests** also contain other unlockable items and special powers. Chests do not all look alike. To open one, stand in front of it and press the Ⓐ button to kick it open.

Once you've collected the Map, you can press the ⬤ button to view your location.

Other items, such as pictures, gloves and weapons, are items you'll need to gather in order to unlock something special.

## KONQUEST RELICS

As you find items in Konquest, press the Ⓞ button to view an inventory screen and see what items you've collected.

## Motor Kombat

Motor Kombat lets you take your favorite characters into the fun, fast-paced, arcade driving genre and compete in a multi-player environment. You can navigate through five tracks with any of 10 available characters.

At the Track Selection screen, press the D-pad ⬅ or ➡ to cycle the available tracks. Press the Ⓐ button to select. At the Player Select screen, each player will need to press the Ⓞ button to access the characters. Press the D-pad ⬅ or ➡ to cycle through the characters, then press the Ⓐ button to select. When playing Motor Kombat online, click the right thumbstick for PTT chat.

### GREEN PICKUPS

Running over a green pickup will give the user a speed boost for four seconds as long as the accelerate button is pressed.

### RED PICKUPS

These will activate a character's special move which can be performed by pressing the Ⓐ button.

## Xbox Live

Play Mortal Kombat: Armageddon online against numerous kombatants. For more information, see **MK Online**, pg. 14 - 15.

## The Krypt

The Krypt is an enormous room with 288 selectable skulls mounted on the walls. Use the Koins you've earned to "purchase" and reveal hidden Kontent. You'll discover items like new Characters, Arenas, Endings, Production Art, Movies and Photos. Other times you'll find something small -- or absolutely nothing.

Before you can enter The Krypt, you must enter your saved player Kode created using the Player Profile option (see **Profiles**, pg. 8). The Krypt can only be accessed if you're Profile is loaded.

Once you've entered The Krypt, press the D-pad ⬆, ⬇, ⬅ or ➡ to move from slot to slot. Note the displayed cost of each slot, then press the Ⓐ button to open it. To move from wall to wall, pull the Ⓛ trigger or Ⓡ trigger. Purchased items such as sketches and photos are saved to your Profile name. Once you've unlocked an item, its image will be displayed the next time you enter The Krypt.

## Extras

### Kredits

View the names of those who worked long days and nights to bring you **Mortal Kombat: Armageddon**.

### Spy Hunter®: Nowhere to Run™

This is a sneak peak video of Midway's latest Spy Hunter game.

### John Woo Presents Stranglehold™

This is a sneak peak video of one of Midway's most anticipated games for 2007.

### Blitz®: The League™

View a sneak peak video of Midway's upcoming Blitz: The League game on Xbox 360™.

## Profiles

You can create a Player Profile and earn Koins to purchase items in The Krypt (see The **Krypt**, pg. 7). With these options, create and manage your saved Profiles.

### CREATE A PROFILE

The first step is to name your Profile. Highlight a character, then press the Ⓐ button to make a selection. Repeat this process to spell your name. Select the right or left arrows to place spaces between characters or delete characters. Select "DONE" when you're finished. You can create as many as eight Profiles.

### Choose Icon

Choose an icon to represent your Profile, then press the Ⓐ button to select.

### Enter a Kode

Use your controller to select a sequence of button presses. This Kode will be the password to your Profile. As you press buttons, the Kode Window will display asterisks.

After you've entered a Kode, you'll be asked to confirm it by repeating the sequence. It's a good idea to write down your Kode, so you won't forget it the next time you want access to your Profile. If you forget your Kode, you won't be able to access your saved Profile.

### Select Save Location

Your MKA Profile Kollection offers eight slots for saving your individual Profiles. Press the D-pad ⬅ or ➡ to select the appropriate slot, then press the Ⓐ button to save the Profile. After saving, your icon and Profile name will be displayed for future reference.

### VIEW PROFILE

Use this option to view your statistics and the number of Koins you've accumulated. Press the D-pad ⬅ or ➡ to select saved Profiles (if you have more than one).

### DELETE PROFILE

Press the D-pad ⬅ or ➡ to select saved Profiles, then press the ❌ button to delete Profiles you no longer want.

### LOAD PROFILE

Pull the Ⓛ trigger, enter the Kode, and select a Profile.

# Options

On all Options menus (other than Controller) highlight an option, then press the D-pad ⬅ or ➡ to adjust the setting. You can also press the ✕ button if you'd like to restore the Options to their default settings.

## GAMEPLAY

### Kombat CPU & Motor Kombat CPU
Choose from **Novice**, **Easy**, **Medium**, **Hard** or **Max** difficulty, depending on your personal skill level.

### Rounds to Win
You can decide how many rounds you'll need to win in order to determine the winner of a Kombat match. Choose 1, 2 or 3 rounds.

### Round Time
Rounds are timed at 60 seconds. You can set the timer to specific times between 20 and 90 seconds, or you can turn it Off.

### Death Traps
Some environments have Death Traps. You can turn them On or Off.

### Blood Level
You can select the amount of blood spilled during the course of a match. You can select **Max**, **Low**, **Medium** or turn it **OFF** completely. Remember, if you turn Blood Off, Fatalities will not be available.

## AUDIO
Make volume adjustments to **Game Music**, **Environment**, **Announcer**, **Effects** and **Speech**. Highlight an option, then press the D-pad ⬅ or ➡ to adjust audio levels.

## VIDEO

### Contrast and Brightness
Highlight an option, then press the D-pad ⬅ or ➡ to adjust the game's **Contrast** and **Brightness** levels.

## CONTROLLER

The Controller menu allows you to configure the controller the way you like. Highlight an action button on the menu, then press the button you'd like to use for that action.

As you customize buttons, changes occur to other controls, and you cannot use one button for more than one action. You can also turn your controller's **Vibration** feature On or Off by highlighting the option and pressing the Ⓐ button.

Repeat this process for all controls, then highlight Done and press the Ⓐ button to return to the Options Menu. If you want to start again from scratch, select Reset to return controls to the default settings.

If you already have a Profile saved, you'll be prompted to save your configuration to it. Press the ✕ button to bring up the Enter Kode window, then enter the Kode for the desired Profile. The new configuration will load whenever you load that Profile.

# Fighter Selection

At the Fighter Selection screen, highlight an available fighter, then press the **Ⓐ** button to make a selection. Player 1 selects using the Red selection box while Player 2 uses the Blue. The fighter's name appears on-screen.

## ALTERNATE CHARACTER SELECT
After unlocking an alternate character costume it can be selected on the main character select screen by pressing the **Ⓞ** button.

## SELECT AN ARENA (VERSUS & PRACTICE MODE ONLY)
At the Fighter Selection screen, press the **Ⓞ** button to display the Select an Arena option. Press the D-pad ⬅ or ➡ to choose an arena.

## Load Profile
If you've created a Profile (see **Profiles**, pg. 8), you can load it to save fight results to your Profile. Pull the **Ⓛ** trigger to bring up the Enter Kode window. Enter your Kode if a Profile has yet to be loaded. If it's entered correctly, your Profile name will be displayed. If you want to change the Profile name, pull the **Ⓛ** trigger again, then press the **Ⓞ** button to unload the current Profile. The Profile code window will be available again for you to load a different Profile.

## Handicap
This option allows you to handicap a match. In order to give a weaker opponent a more competitive match, you can reduce the amount of **Health** a fighter has at the start of a round. Press the **Ⓧ** button to display the Handicap window. Press the D-pad ⬅ or ➡ to adjust the handicap's percentage. The fighter's Health will then be adjusted for the next match only. You can choose a value between 100% (full Health) and 20%. Press the **Ⓨ** button to remove the Handicap display.

# The Kombat HUD



Round Timer

Combo %

Fighting Styles

Victory Skulls

## ROUND TIMER
By default, each round has a **Round Timer**. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor.

## VICTORY SKULLS
Each time a fighter wins a round, a **Victory Skull** is earned. The first fighter to earn two (in the default setting) wins the match and is declared the victor.

## COMBO % METER
To advance your fighting skills to the highest level, you must learn how to do Combination Attacks. When a combo is executed, the **Combo Meter** briefly appears to display the amount of damage that has been done to an opponent. The more complex the combination, the more damage is done.

## FIGHTING STYLES
**Mortal Kombat: Armageddon** includes two Fighting Styles per fighter. Pull the **Ⓛ** trigger during any match to toggle between them. If you often change your fighting style to confuse your opponent, you may lose track. Take a quick look at the bottom of the screen to see which fighting style you're currently using.

## HEALTH BARS
In all Mortal Kombat battles, Health Bars in the upper portion of the screen measure each warrior's diminishing Health. The meters begin each round reflecting Health at 100%, but the amount of Health is reduced with each blow taken. The reduction amount depends on the type of attack and whether or not it was blocked. When a fighter's Health Meter is depleted, he/she is knocked out and the round goes to the opponent.

## KOMBAT PARRY
Press Block and Away ( **Ⓡ** trigger + Away on the D-pad) from an opponent to Parry an attack. Timing a Parry against an enemy's attack can make the difference between a win and a loss.

# The Kombat HUD

Health Bars



Combo Breaker System
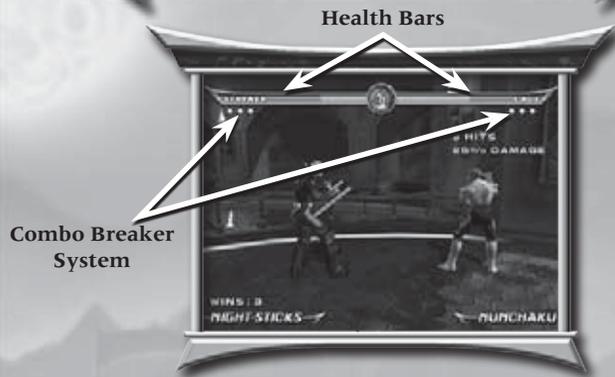
## AIR KOMBAT
Find character-specific pop-up moves which allow a Kombatant to use Air Kombat. When an opponent is in the air, jump up to perform Air Kombat combos against him/her.

## GROUND KOMBAT
After being knocked to the ground, hold the Block button to stay there. Press the D-pad to roll away, or press the attack buttons to perform a quick attack from the ground.

## BREAKER SYSTEM
At the beginning of each match, you're given only three Combo Breakers. You should use these wisely, because they won't be replenished at the end of a round. Press Forward and Block to break a combo. Each time you perform a Breaker, one of the icons will disappear.

## MOVES LIST
During a match, press the ⓞ button to view the Pause Menu. Select **Moves List** to view the moves for your character. Press the D-pad ⬅ or ➡ to cycle between the two fighting styles and special moves, then press ⬆ or ⬇ to scroll through all the moves for that style. The Moves List is available in all game modes, including Practice.

## KREATE A FATALITY
If you've defeated an opponent in a Kombat Match, the "Finish Him/Her" prompt will appear. As the red bar drains, you have a limited amount of time to enter a button sequence and create one string of a Fatality. The red bar indicates the time left to perform the next Fatality sequence. If you successfully enter the right sequence, the timer will reset, allowing you to attempt another sequence. You can enter up to 10 sequences of a Fatality, pounding away until nothing is left of your opponent.

# Xbox Live

## TAKE MORTAL KOMBAT: ARMAGEDDON THE BOX
Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

## CONNECTING
Before you can play **Mortal Kombat: Armageddon** on Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

## SIGNING IN
Before you can access Xbox Live, you'll need an Xbox Live Gamertag. Consult your Xbox Live documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox Live account. They can be read from your hard drive or a memory unit.

Press the Ⓐ button to go to the Xbox Live Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the Ⓐ button. If your gamertag is Pass code protected, you will then be asked to enter your passcode.

## QUICK MATCH
Pick your Style and Xbox Live will look for a game. When a game is found, the Select Controller screen will appear. You can Host a game as the Home Team or join a game as the Away Team.

## OPTI-MATCH
An Opti-Match allows you to specify options to ensure your fight is as competitive as you'd like. Xbox Live will then find a player that meets your criteria. Here are the options:

## GAME MODE
Select a game mode, **Kombat**, **Motor Kombat** or **Any**.

## RANK
Select a player of **Equal**, **Better** or **Worse** ranking.

## CONNECTION
Select **Any** connection speed or an **Equal** or **Better** speed.

## VIOLENCE
Select a fight of **Max**, **Low**, **Medium** or **Any** level. You can also turn this option **Off** completely.

# Xbox Live

## ROUND (KOMBAT MODE ONLY)
Choose 1, 2 or **Any** rounds for your match.

## DEATH TRAPS (KOMBAT MODE ONLY)
Turn Death Traps **On** or **Off**.

## CREATE A MATCH
To create a match, select this option, then select from the letters and numbers to spell out the name of your match. If you like, you can set a password to join the room you've created. To Create a Match, the following options are available:

**Game Mode** - Choose from **Kombat** or **Motor Kombat**.

**Game Type** - Create a **Public** or **Friends Only** match.

**Violence** - Set to **Max**, **Low**, **Medium** or **Any** level.

**Death Traps** - Turn On or Off (available for **Kombat** only).

Once you've set these options, you'll advance to a pre-game screen to await a challenger.

## FRIENDS LIST
Use this option to add your friends' names to a Friends List. When you log on, you can select this option and see if your listed friends are online.

## RECENT PLAYERS
View opponents you've recently played. You can choose one of these recent players and invite them to be a Friend or you can send feedback about the match you had.

## LEADERBOARDS
Take a look a the **Mortal Kombat: Armageddon** leaders to see where you stand. This is a list of your stats, as well as the people around you. Pull the ⬛L or ⬛R triggers to cycle the leaderboard categories. Highlight a category, and press the ◯ button to sort.

## ONLINE OPTIONS

### Appear Online/Offline
Choose whether your gamertag will be displayed for others or not at all.

### Voice
You can set audio so it will be heard in your Xbox communicator (**Normal**), through the TV or Off.

## CHECK MESSAGES
Text or Voice messages can be viewed or heard using this option. No prompts will be displayed if you have a message, so return to this option frequently to check for messages.

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Steven Jones, Camella Pesina & Yi Shi Xiong

**Special Thanks**
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Joe Kreiner, Rare Macapayag, Samuel Peterson, Natalie Salzman, Joost Schuur,
Mark Subotnick, David Tapang, Mark Turmell, James Wang & Philip Wilson

We also want to thank all our friends and family who put up with the many
late nights and weekends we all spent making this game.

# Win/Loss Records

| Player 1 | W/L | Player 2 | W/L |
|----------|-----|----------|-----|
| _____ | __/__ | _____ | __/__ |
| _____ | __/__ | _____ | __/__ |
| _____ | __/__ | _____ | __/__ |
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# Win/Loss Records

| Player 1 | W/L | Player 2 | W/L |
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